Amendments to the Specification

Please amend page 11 for the paragraph in lines 22 -28 as follows:

In step 404, the incoming analog video signals may be converted into digital data. The digital data is then encoded using one of many compression standards such as MPEG1, MPEG2 or MPEG4. Several version s of a program file may be created by encoding the corresponding incoming, converted digital data representing the content of the program based on different encoding standards. Furthermore, as a portion of step 410 subsequently described, the encoded data may be formatted into IP based data packets suitable for transmission over a broadband network such as the Internet.

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Please amend the paragraph beginning on page 13 line 22 and continuing to page 14 line 6 as follows:

FIG. 6 is a block diagram illustrating one embodiment of the media streaming subsystem of FIG. 3. The media-streaming engine 600 (shown as 304 in FIG.3) comprises ~~of~~ multiple general-purpose processors 602, such as Pentium™ processors, used to accelerate the computational tasks to stream MPEG videos. The streaming media engine 600 further includes a packetization module 604 to form and process IP packets in real time. In an alternative embodiment, the packetization process may be performed by the media content creation unit 35 (as shown in FIG. 1). After being encoded by content creation unit 302 (FIG. 3), the incoming video streams from the media content creator will pass through Gigabit Ethernet I/O module 606 and reach the packetization module 604for further processing before being transmitted ~~by the~~ to the user. Alternatively, the encoded and packetized video streams are directed to the local HDD 608 for temporary storage before being sent to users and sent to the storage system 306 (FIG. 3). The local HDD 608 provides storage space as the top tier of the hierarchical structure of the HDD storage system. The media streaming engine 600 communicates with other modules via the Ultra SCSI/fiber channel I/O module 610.

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